

CLAIMS

We Claim:

- 1 ~~Sub 17~~
1. A video game system including:
2 an output screen;
3 a video game controller having control buttons for inputting commands to manipulate
4 images on the output screen;
5 video game software interfacing between the video game controller and the output screen;
6 and
7 an interactive video game controller adapter engaged with the video game controller and
8 shaped to simulate the real-life activity emulated by the video game.
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10 2. The video game system as claimed in Claim 1, wherein the adapter has input controls
11 shaped to simulate the real-life activity emulated by the video game.
12
13 3. The video game system as claimed in Claim 2, wherein the control buttons of the video
14 game controller are activated when the corresponding input controls of the adapter are
15 activated.
16
17 4. The video game system as claimed in Claim 1, wherein a different adapter is provided for
18 each different video game of the video game system.
5. A video game input device including:
a video game controller having control buttons for inputting commands to manipulate
video game images on an output screen of a video game system; and

an interactive video game controller adapter engaged with the video game controller and shaped to simulate the real-life activity emulated by the video game.

6. The video game input device as claimed in Claim 5, wherein the adapter has input controls shaped to simulate the real-life activity emulated by the video game.

7. The video game input device as claimed in Claim 6, wherein the control buttons of the controller are activated when the corresponding input controls of the adapter are activated.

8. The video game input device as claimed in Claim 5, wherein a different adapter is provided for each different video game of the video game system.

9. The video game input device as claimed in Claim 5, wherein the controller is used with a Sony Playstation™ video game system.

10. The video game input device as claimed in Claim 5, wherein the controller comprises a main body, a pair of circular base plates formed on a top face of the main body and spaced from each other a predetermined distance, and two projections formed on a rear face of the main body.

11. The video game input device as claimed in Claim 10, wherein the control buttons of the controller are formed on the base plates, the projections, and the top face of the main body of the controller.

- 37 12. The video game input device as claimed in Claim 10, wherein the controller comprises a
38 pair of push buttons formed on the top face of the main body, a pair of handgrips formed
39 on opposite ends of the main body, and a power cord extending from the rear face of the
40 main body for electrically connecting the controller to the video game system.
- 41 13. The video game input device as claimed in Claim 10, wherein the adapter comprises a
42 main body, two arms extending from the main body, a lip formed on a front portion of the
43 main body for engaging with the controller between the base plates, a cutout defined in
44 each arm for receiving the corresponding base plate of the controller, and a receiving
45 space formed in the main body for receiving a portion of the controller.
- 46 14. The video game input device as claimed in Claim 13, wherein the adapter comprises a
47 retractable handle outwardly extending from one of the two arms, a rotatable knob
48 outwardly extending from the other of the two arms, a rod inwardly extending from each
49 of the handle and the knob into the receiving space, and an end portion perpendicularly
50 extending from each rod, each end portion being positioned proximate the control buttons
51 formed on the corresponding projection of the controller whereby manipulation of the
52 knob and handle causes the end portions to activate the corresponding control buttons.
- 53 15. The video game input device as claimed in Claim 14, wherein the adapter is used with a
54 video game having an animated onscreen character, the main body of the adapter
55 corresponding to a head of the character, the arms of the adapter corresponding to the
56 arms of the character whereby pulling the handle away from the main body of the adapter
57 causes the character to pull an onscreen object and rotating the knob causes the character
58 to spin an onscreen object.

- 59 16. An interactive video game controller adapter for engaging with a video game controller
60 and shaped to represent the unique characteristics of a video game.
- 61 17. The interactive video game controller adapter as claimed in Claim 16, wherein the
62 adapter has input controls shaped to simulate the real-life activity emulated by the video
63 game.
- 64 18. The interactive video game controller adapter as claimed in Claim 17, wherein control
65 buttons of the controller are activated when the corresponding input controls of the
66 adapter are activated.
- 67 19. The interactive video game controller adapter as claimed in Claim 18 further comprising
68 a main body, two arms extending from the main body, a lip formed on a front portion of
69 the main body for engaging with the controller, a cutout defined in each arm for receiving
70 corresponding engaging portions of the controller, and a receiving space formed in the
71 main body for receiving a portion of the controller.
- 72 20. The interactive video game controller adapter as claimed in Claim 19 further comprising
73 a retractable handle outwardly extending from one of the two arms, a rotatable knob
74 outwardly extending from the other of the two arms, a rod inwardly extending from each
75 of the handle and the knob into the receiving space, and an end portion perpendicularly
76 extending from each rod, each end portion being positioned proximate the corresponding
77 control buttons of the controller whereby manipulation of the knob and handle causes the
78 end portions to activate the corresponding control buttons.

- 79 21. The interactive video game controller adapter as claimed in Claim 20, wherein the
80 adapter is used with a video game having an animated onscreen character, the main body
81 of the adapter corresponding to a head of the character, the arms of the adapter
82 corresponding to the arms of the character whereby pulling the handle away from the
83 main body of the adapter causes the character to pull an onscreen object and rotating the
84 knob causes the character to spin an onscreen object.

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